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STELLAR-FIRE™



LICENSED BY SEGA ENTERPRISES, LTD
FOR PLAY ON THE SEGA CD™ SYSTEM.

Rated by V.R.C.

GA

Appropriate for
all audiences.

General Audiences

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STELLAR FIRE CONTENTS

| | |
|----------------------|----|
| THE EARTH IN 2206 AD | 2 |
| SETTING UP | 4 |
| GAME PLAY | 6 |
| CONTROLS | 7 |
| DIFFICULTY LEVELS | 7 |
| SCORING | 8 |
| COCKPIT INDICATORS | 8 |
| POWER-UPS | 10 |
| PLAY TIPS | 12 |
| TECHNICAL SUPPORT | 13 |



THE EARTH IN 2206 AD

The year is 2206. The Draxon, a cybernetically linked race, seek to consume the sentient life of the galaxy by incorporating it into their own system, which is devoid of cultural and personal identity. To date, the Draxon have conquered over ten-thousand worlds, and are now making a massive assault on Earth. They have annihilated most of the Earth's major fleets in an astounding battle only one parsec outside of the Sol star system. With these once-mighty fleets in ruin, almost nothing stands in the way of the Draxon's relentless drive towards Earth.

A last-ditch attack squadron composed of the Earth's top remaining fighter pilots has been placed under your command. The goal: destroy the Draxon at their heart, the planet Arctura. By destroying whatever it is that binds the Draxon forces together, they can be splintered, and the Earth can then muster what few fleets it has left to push back the invaders. Given the power that the Draxon have shown so far, there isn't much hope that your mission will succeed... but there isn't much choice. If you don't try, the Earth is sure to be devastated.

Your squadron is composed of the best pilots that have survived. Raela is a female friend whom you've trained with since childhood. Kritek has a reputation that precedes him; he flies by the seat of his pants, but is one of the best there is. They will be flying the standard top-of-the-line craft. You, however, will be piloting a product of the super-secret *Raven*

Projects which began in the late 22nd century. It's a craft for which you were recruited to be the test pilot.

The plan is simple.

Your squadron is to slip through a weak force shield around Arctura's outer-most moon, Xarz Voor. Beginning there, you must work your way towards Arctura, moon by moon, disabling each level of the shield surrounding the Draxon home world. You must repeat this moon-hopping tactic until you've successfully penetrated the shields on each moon - once on Arctura, destroy whatever it is that keeps the Draxon linked together!

But something goes wrong. Terribly wrong.

Upon entering the outer asteroid field of the Arcturan system, your squadron encounters Draxon interceptors, and the fierce action causes the casualties to mount. After defeating the enemy ships, only you and Raela remain alive... Kritek met his match and lost. Suddenly, a dark shadow overtakes your ships. An enormous Draxon cruiser appears over the scene, taking you completely by surprise. In an instant, Raela's ship is engulfed in light and explodes. In a fit of fury, you unleash the power of the *Raven* against the enemy, ripping it to shreds.

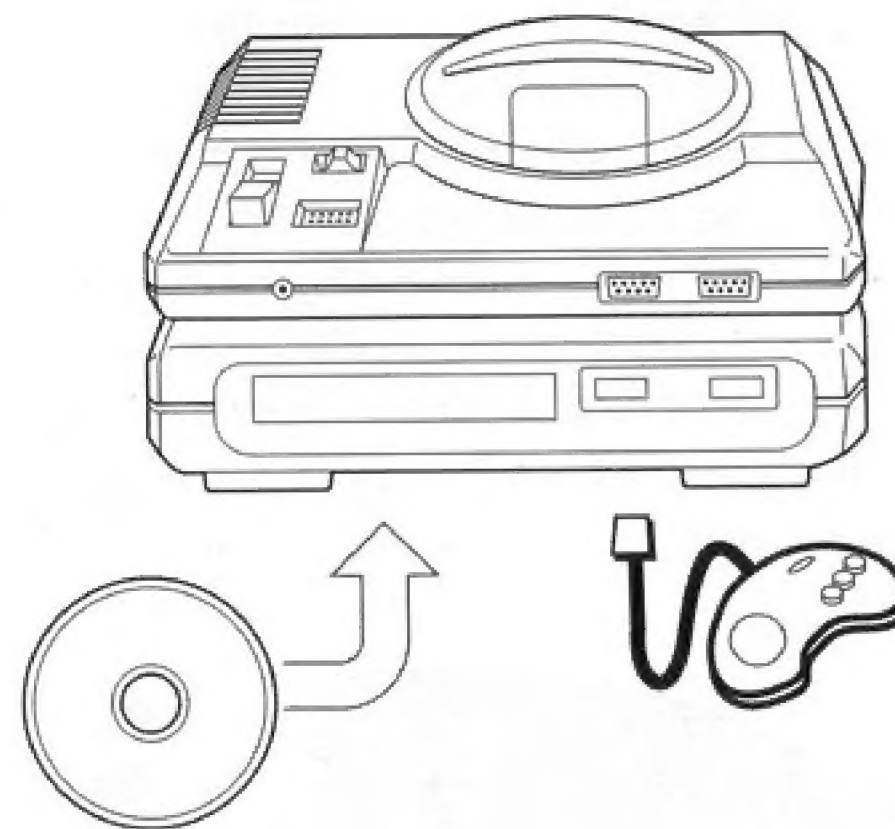
You're alone now. You are the only thing standing between the Draxon and the total devastation of the Earth. The future of humanity depends on your success.

SETTING UP

1. Connect your Sega CD and Sega Genesis systems and plug in control pad 1.
2. Turn on your TV or monitor, then turn on your Genesis. You will see the Sega CD logo appear on the screen.
3. Open the CD door. Place the Stellar Fire CD into the tray, label side up. Close the CD door.
4. If the Sega CD logo is on screen, press Start to begin your mission. If the Control Panel is on screen, move the cursor to the CD-ROM button, and then press button A, B, or C to begin.

Note: If the *Stellar Fire*TM compact disc is already in the Sega CD when you turn it on the game will begin after a few moments.

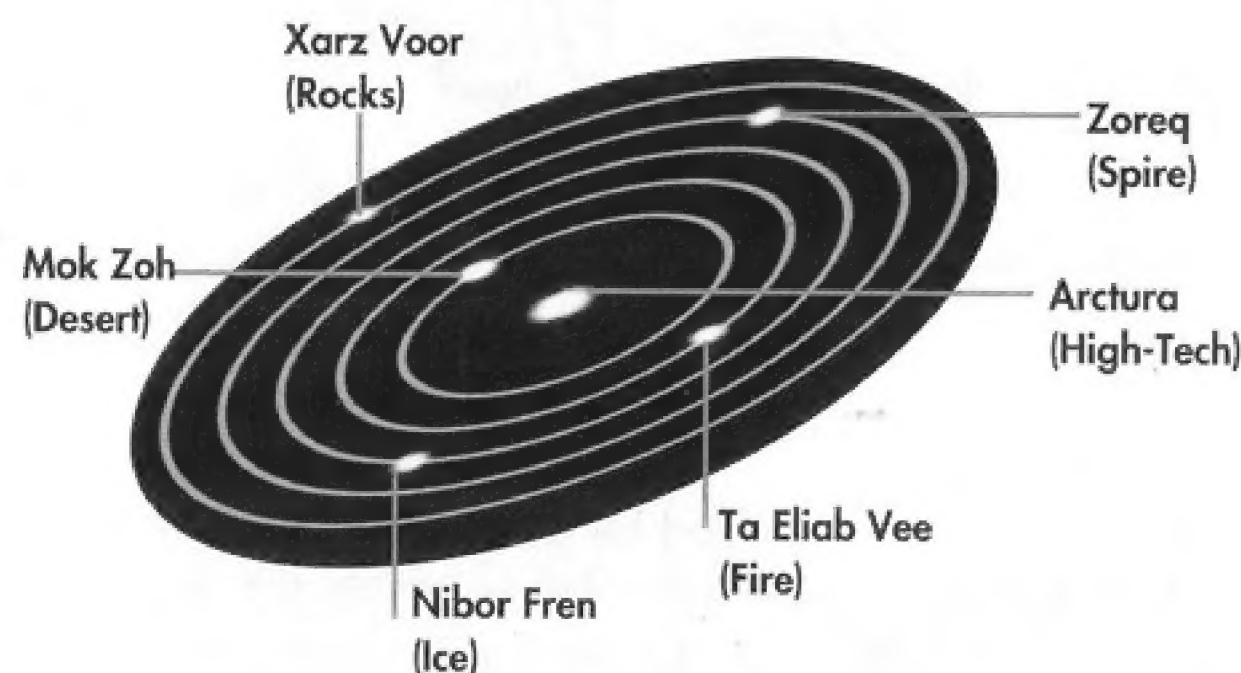
5. The Sega screen appears, followed by the License and Title screens.
6. To play the game, wait for the *Stellar Fire* title screen to appear and then press Start. Or, to watch the introduction, wait a few moments and it will begin to play. You may press Start during the introduction to skip to the Options screen.
8. The Options screen appears. To play at the Normal difficulty level, press Start. To select your difficulty level, press the down key on the directional control pad until arrows appear around the word "Normal." Press button A, B, or C to cycle to your desired difficulty level. When you are satisfied with the chosen level, press Start to begin the game.



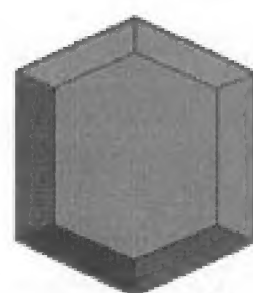
- The Sega CD Disc is intended for use exclusively with the Sega CDTM System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it indirect sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disc.
- KEEP YOUR SEGA CD CLEAN. Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

GAME PLAY

The Draxon home world of Arctura has five moons. These moons serve to protect their home planet using an integrated series of shields. There is a shield around Arctura generated by the moon Mok Zoh. There is a shield around Mok Zoh and Arctura generated by the moon Ta Eliab Vee and so on. This means that in order to get to Arctura, you must first fight your way through each moon, thereby lowering the shield around the next moon and advancing one step closer to Arctura itself.



You begin your attack on the outer-most moon of the Arcturan star system, Xarz Voor. Here you must fight your way across the moon through Draxon minions, following your radar indicator, collecting Moon Crystals. Be sure to look for Power-Ups along your way. Once you collect all of the Moon Crystals, you proceed to the guardian of that moon. Blast the Guardian Crystal to release each moon's ultimate warrior. You must defeat the Guardian to advance to the next moon toward Arctura.



When the final moon is defeated, you are taken to Arctura itself. It is here that you must seek out and destroy whatever it is that binds the Draxon together. Together, the Draxon are invulnerable, but when splintered, they can be destroyed.

CONTROLS

- Button A** fires cannon (slower rate of fire than laser, but more strength)
- Button B** fires laser (faster rate of fire than cannon, but not as strong)
- Button C** fires Fat Boy (smart bomb, causes substantial damage to everything in sight)
- D-Pad up** increases speed
- D-Pad down** decreases speed
- D-Pad left** turns Raven left
- D-Pad right** turns Raven right

Speed is shown by the bright three-digit number directly above your radar, and ranges from the slowest of 0, to a maximum of 100.

DIFFICULTY LEVELS

There are three difficulty levels: easy, normal, and difficult. As difficulty level increases, aliens move faster, hit harder, and turn at a higher rate than before.

Easy The simplest level of the three. Obstacles don't do any damage when you collide with them, aliens don't fire as often, and shield Power-Ups appear more frequently.

Normal This is the default level. Obstacles cause damage when you collide with them, aliens fire at a standard rate, and shield Power-Ups appear less frequently than before.

Difficult This level reeks of absolute death and is intended only for the truly insane. Obstacles cause damage, aliens fire fast, and shield Power-Ups are rare.

LIVES & CONTINUES

You are provided with two extra lives at the beginning of the game. The game ends after you've used up all of your lives, unless you have a continue. Continues allow you to resume the game, starting at the current moon. Each level of difficulty has a certain number of continues. They are:

| | |
|-------------------|-------------|
| Easy: | 3 continues |
| Normal: | 2 continues |
| Difficult: | 1 continue |

SCORING

You receive points for each alien you kill. Your score indicates how well you played.

COCKPIT INDICATORS

The Raven's cockpit contains several indicators that tell you the status of the Raven and its weapons.

Radar

Shows the enemies and obstacles around you. Enemies appear red, Power-Ups appear yellow, and obstacles appear blue.

Crystal Compass

This indicator moves around the circumference of the radar showing you the direction of the Moon Crystal you need to collect next. After you collect all the crystals, it leads you to the moon's Guardian.

Cannon Strength

The bar graph displayed on the Cannon Strength indicator reflects how much power your shots have. The higher the bar, the more powerful the cannons.

Laser Strength

The bar graph displayed on the Laser Strength indicator reflects how much power your shots have. The higher the bar, the more powerful the lasers.

Number of Fat Boys Remaining

Shows the number of Fat Boys which you have remaining.

Shield Status

Shows you the status of the Raven's shields. When it is completely red, shields are at full power and stable. If the indicator is blank, shields are completely destroyed.

Impact Detector

Above the shield indicator is a small representation of the Raven. Whenever your shields get hit, this indicator shows which side of your craft took the blow: fore (in front of you), aft (behind you), port (to your left), or starboard (to your right).

Score

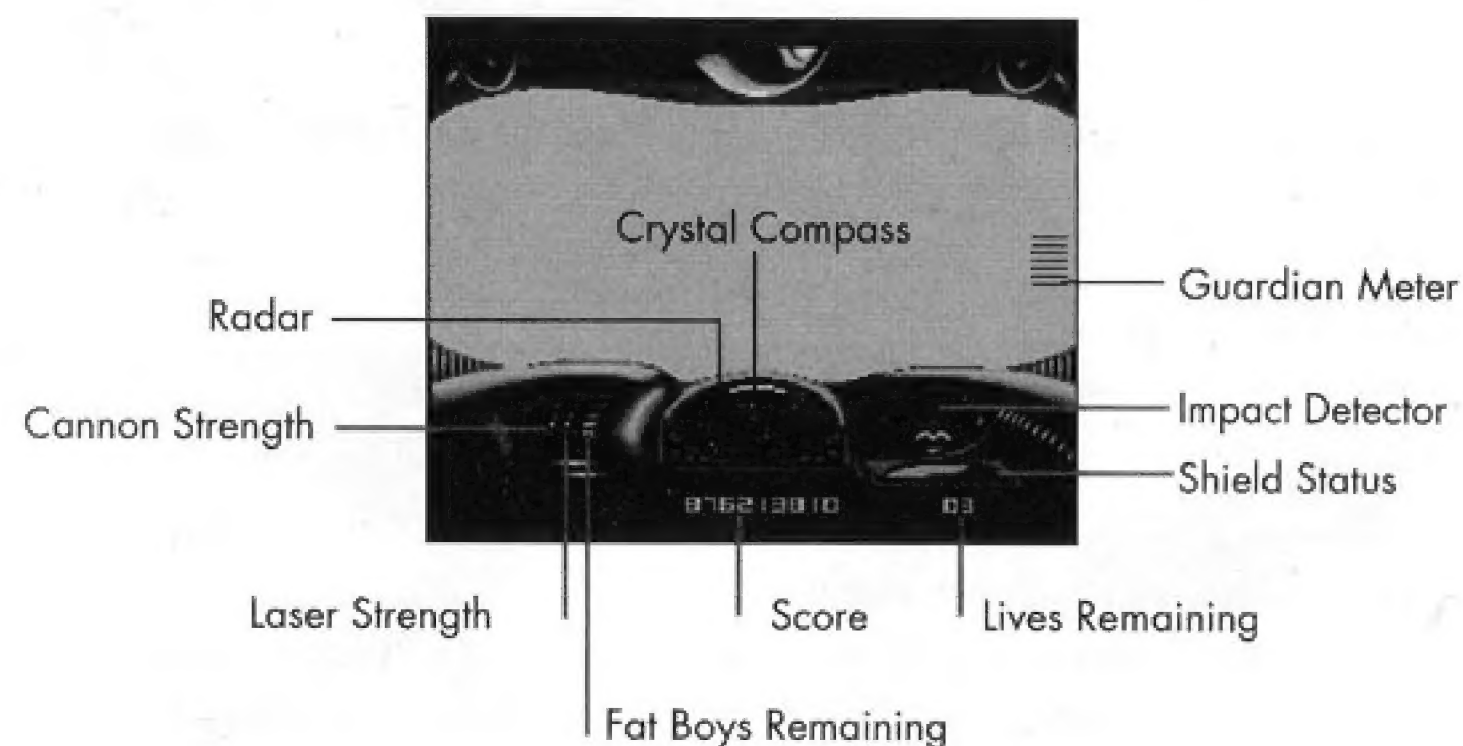
A nine-digit number that reflects your shooting skills. Your score increases with every alien you destroy.

Lives Remaining

Displays the number of lives you have in reserve. Be careful when this indicator drops to zero.

Guardian Meter

This indicator appears when you encounter a Guardian. It shows you how strong the Guardian is, and how close he is to being defeated.



POWER-UPS

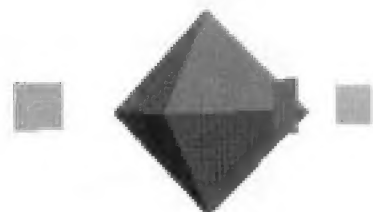
In each moon you encounter small objects called Power-Ups. When you collect them they give the Raven improved capabilities. Each Power-Up has a unique function, as explained below.

Type: **Strength**

Improvement: increases your weapon's strength

Duration: permanent

Notes: Seek these out before you fight Guardians to improve your odds in battle.

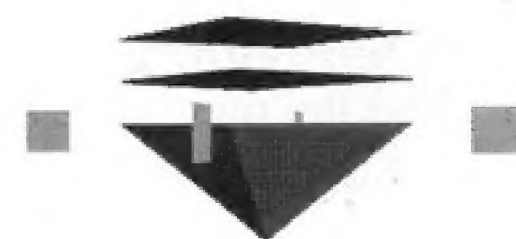


Type: **Stacked Shells**

Improvement: gives your cannon twice the firepower

Duration: permanent

Notes: Use this weapon to destroy well-armored opponents

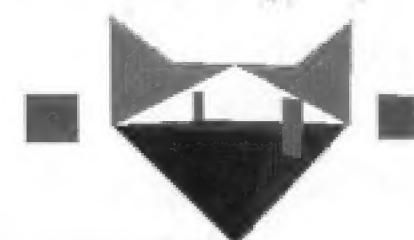


Type: **Double**

Improvement: improves your weapon, giving you side-by-side shots

Duration: permanent

Notes: Use this weapon to battle fast-moving craft that avoid your fire

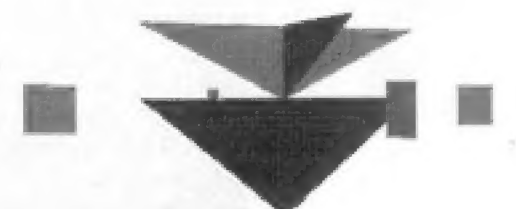


Type: **Seeking**

Improvement: arms you with enemy-seeking cannon shells

Duration: 25 shots

Notes: Once fired, these shells automatically seek out their closest enemy and explode upon contact. These were one of the most recent developments of



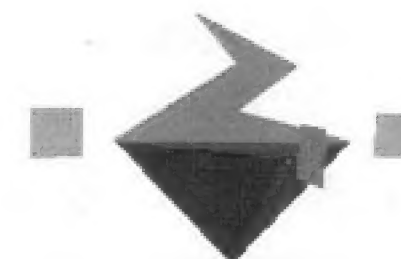
the super-secret Raven program, so they have had the least testing. They are lethal but unpredictable. Each Power-Up provides 25 Seeking shells, use them wisely!

Type: **Zig-Zag**

Improvement: causes laser shots to take a zig-zag travel path

Duration: permanent

Notes: Broadens the killing-zone of your lasers.



Type: **Fat Boy**

Improvement: gives you an extra Fat Boy weapon

Duration: one-shot weapon

Notes: This is a weapon that is almost guaranteed to get you out of tight situations. Its massive firepower can destroy most enemies within sight. You can carry a virtually unlimited supply of Fat Boys, but your indicator will show only a maximum of five.



Type: **Damage Repair**

Improvement: restores the Raven shields to full-strength

Duration: restores shields immediately when picked up

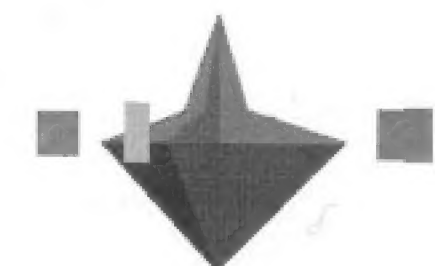
Notes: When your shields are about to run out, you'll need this Power-Up. Some aliens generate this power up when destroyed.



Type: **Extra Life**

Improvement: awards you an extra life

Duration: extra life awarded when picked up



PLAY TIPS

- Certain ground-based aliens (such as the Gyrosled on Zoreq) produce Damage Repair Power-Ups when killed. Seek out such aliens when your shields are low.
- Don't forget to keep the Crystal Compass light at the top of your radar. This keeps you moving in the right direction.
- You don't have to collect Moon Crystals in the order that your crystal compass recommends. So, if you are willing to take the risk, you might try to take "short cuts" by collecting Moon Crystals out of order.
- Some aliens are more vulnerable to cannon fire and some are more vulnerable to laser fire. Learning such weaknesses can help you score higher.
- Autofire is built into *Stellar Fire*. There's no need to repeatedly press the A or B button unless you wish to time your shots precisely.
- If you feel like you're circling a Power-Up or a Guardian Crystal, slow down to collect it.
- The Raven is equipped with cruise control. Press D-Pad up to accelerate. You'll remain at your new speed until you press D-Pad down to break or until you collide with an alien or obstacle.
- Look for Power-Ups on your radar—they appear as yellow dots. Power-Ups are sometimes hidden in out-of-the-way places, so keep your eyes open.

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| | |
|-----------------|-----------------|
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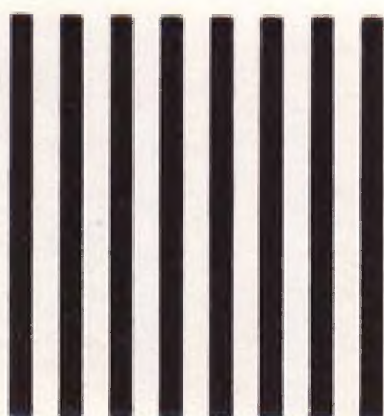
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